



Ravenloft

Dark Hexes

Horrible Diseases

By Matthias Gildemyn

17 new curses and diseases to fear in the mists of Ravenloft

Ravenloft



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INTRODUCTION

In this book we have designed seventeen different curses and diseases for the Ravenloft setting for you to use. We've made sure to create a varied range of afflictions, each with their own intricate lore, effects and cures, so that no matter which of the Domains of Dread you choose to set your game in, a good number of them will fit right in with minimal adjustment.

Curses and diseases are still a relatively unexplored subject in official 5th edition source material, and with the recent release of *Van Richten's Guide to Ravenloft* we figured it would be appropriate to create a more challenging ruleset than what is provided in official materials.

A well placed curse or disease can strongly redirect your players' plans and motivations, urging them to explore – or not explore – certain areas. It can force them to make difficult, character-defining choices, adding depth not only to their characters, but also to your campaign and narrative.

While we provide extensive lore for each affliction in this book, we encourage you to be creative and adjust them to fit your game even better. We'd also like to mention that adding these mechanics can dramatically increase the difficulty of your game, so be sure to let your players know, and aptly reward them for overcoming these challenges. These mechanics are not intended to 'punish' players, but are meant as a new layer to their experience of the game that you can explore together.

CURING CURSES AND DISEASES

The *Player's Handbook* lists many spells that interact with diseases and curses. However, not all of them are necessarily strong enough to fully combat or reverse each disease or curse. Some are particularly virulent, and so are not as easily cured as others.

Each disease and curse in this book has a dedicated subsection on how to deal with that particular affliction. If a spell behaves differently in

regard to that curse or disease, it will be mentioned there. For example, the heal spell is not mentioned in this book and thereby can cure every disease featured.

OPTIONAL ALTERATIONS

Certain effects that would automatically remove diseases may be changed as follows:

Lay on Hands. A paladin that spends 5 hit points from their lay on hands pool to cure one of the diseases listed below has the same effect as a *lesser restoration* spell, targeting that disease.

CHAPTER I: DISEASES

DISEASE TABLE

Disease	Description	Domain of Dread
Blood Blotches	An infectious disease that covers the sick in bloody sores, weakening them until they collapse.	Darkon, Forlorn, I'Cath, Lamordia, Mordent, Richemulot, or Tovag
Brain Hunger	An infectious sickness that slowly addles the infected mind, eventually leading to a desire to consume other humanoid brain matter.	Bluetspur, Falkovnia, Lamordia, Markovia, Richemulot, or Tovag
Chronic Time Ataxia	A disease that muddles the senses, slowing all of the inflicted's reactions.	Borca, Dementlieu, Falkovnia, Hazlan Kartakass, or Valachan
Erratic Mana Disorder	Disrupting the flow of mana around the afflicted, it plagues them with bursts of wild magic.	Har'Akir, Hazlan, Kalakeri, Souragne, or Valachan
Fool's Guile	A condition that makes one extremely gullible and naïve, but prone to murderous rage.	Borca, The Carnival, Dementlieu, Ghastria, Kartakass, or Risilbos
Magic Rot	A magic sapping fungus that covers the afflicted body.	Har'Akir, Hazlan, Kalakeri, or Valachan
Mist Sickness	It infects the eyes, reducing one's vision and infecting them with a crippling case of homesickness.	Any, but especially: Darkon, Klorr, or Niranjan
Vineveins	This parasite will slowly corrupt and transform its host into a Gulthias tree.	Any forested domain

All the diseases presented in this book are considered magical diseases. It's often crucial for the players to not only detect, but treat diseases as soon as possible, to limit the amount of harm they can do. It also stresses the importance of maintaining good relations with locals in these often strange lands, who are more familiar with these potentially lethal diseases.

Above we have provided a list of all the diseases, along with a short description, and a few suggestions of which Domain of Dread players could encounter these diseases in.

BLOOD BLOTCHES

Originally concocted in a wizard's lab by experimenting on blood elementals, Blood Blotches was developed with the intent to create a disease that would kill vampires. However, the disease proved equally deadly for humanoids and beasts. The disease was able to escape the biomage's lab it was created in on the backs of rats, to be spread further by stirges and other vermin.

Whenever a beast, vampire or humanoid creature ingests a piece of infected meat, comes into contact with infected blood, or an infected creature within

5 feet of them is dealt damage that is not poison or psychic damage, they must make a DC 13 Constitution saving throw. On a failed save, they become infected. A creature that is bitten by an infected stirge or vampire automatically fails its saving throw.

It's easy to spot this disease, as only an hour after infection, bloody sores will start emerging on the infected creature's body. As the disease progresses, the sores will grow larger and more bloated.

It is not uncommon for villages ravaged by famine to have people walking around with this disease. As few are able to resist a tainted animal's flesh if they haven't eaten for days. This has created a tradition called 'bloodproofing' where butchers and hunters eat a tiny morsel of every piece of meat they sell to prove that it's healthy.

As deadly as the disease is to humanoids and beasts, it's even worse for vampires, urging those vampires that have at least some control over their hunger to think twice before snacking on a random peasant.

EFFECTS

At dawn, infected creatures must make a DC 13 Constitution saving throw. On a failed save, the

creature rolls its largest hit die, reducing their hit point maximum by the result. The target dies if this effect reduces its hit point maximum to 0.

Whenever a vampire hits an infected creature with its Bite attack, it does not regain hit points and instead reduces its hit point maximum by an equal amount of the healing it would have received.

CURING THE DISEASE

Outside of standard means, blood blotches can be cured by drinking 8 ounces of water that once belonged to a water elemental. When the disease is cured, the bloody sores turn into scabs that will only fully heal once the creature has its hit point maximum restored.

A creature that has had its hit point maximum reduced by this disease can restore it by washing the scabs with water that once belonged to a water elemental or by magic such as *greater restoration*.

BRAIN HUNGER

It's a common misconception that zombies have a penchant for eating brains. However, they are responsible for the disease that has brought those rumours to life.

The disease was first discovered by a stingy necromancer who tried to keep his prisoners alive by feeding them the limbs of his slain zombie servants. When brain hunger was born in the minds of those prisoners, the necromancer, although surprised, didn't mind the development and released his infected prisoners of war upon his unsuspecting enemies.

When a humanoid creature consumes the flesh of a **zombie** or is bitten by another infected creature, they must succeed on a DC 15 Constitution saving throw or contract brain hunger.

Victims that have lost their mind to the disease will behave much like zombies, with the difference being that they are still very much alive, earning them the nickname of 'the living dead'.

EFFECTS

Once infected, creatures will become gravely ill 1d4 hours after infection, suffering terrible stomach cramps for 4 hours, during which time they are poisoned. At the end of this duration, the target vomits violently, before the symptoms miraculously pass, leaving them feeling fine.

Whenever an infected creature finishes a long rest, they must make a DC 15 Constitution saving throw. On a failed save, their Intelligence score is reduced by 1d4, to a minimum of 3.

In addition, whenever an infected creature encounters a humanoid corpse, they must make a Wisdom saving throw, the DC of which is equal to 20 – the creature's Intelligence score. On a failed save, they are overcome with hunger and jump at the corpse's head, desiring to eat its brain.



If the infected creature's Intelligence score drops to 3, they lose all reasoning and turn into a mindless monster, attacking all nearby humanoids in the hopes of eating their brains. They also gain the following trait:

Rotten Bite. Your teeth and saliva are riddled with disease and rot, which are natural weapons you can use to make unarmed strikes. If you hit with them, you deal 1 + your Strength modifier piercing damage plus 1d6 necrotic damage, instead of the bludgeoning damage normal for an unarmed strike.

CURING THE DISEASE

If an infected humanoid comes into contact with holy water, they may make a DC 15 Constitution saving throw. On a success they will writhe in agony and lose consciousness for 1d4 hours. When they regain consciousness, they will be cured. If the holy water was ingested, they automatically succeed on the Constitution saving throw.

After being cured, a creature's Intelligence will slowly recover, increasing by 2 whenever the creature finishes a long rest, until it reaches its original score.

A *greater restoration* spell or similar magic instantly restores the target's Intelligence score.

CHRONIC TIME ATAXIA

Chronic time ataxia is a result of eating *Otosium Boletus* (also known as slowshrooms). This easy-to-grow mushroom is sometimes planted by hunters in their grounds to make animals slower and easier to hunt. Despite its debilitating side effects and addictive nature, it is considered a delicacy in various places.

It is a sign of wealth and power to be able to partake in this luxury, proving that one is wealthy and powerful enough to either not care about the disease, or to afford the antidote: the meat of a **flying hare**. The flying hare is notoriously elusive and extremely difficult to hunt, making their meat ludicrously expensive.

EFFECTS

An infected beast or humanoid's perception of time becomes disrupted, severely reducing their reflexes, reaction time and hand-eye coordination.

They have disadvantage on initiative checks and dexterity saving throws. In addition, whenever they make an attack roll, they must roll a d4 and subtract it from the result.

Whenever a diseased creature finishes a short or long rest, they may make a DC 16 Constitution saving throw. On a successful save, they resist the disease's effects for 2d4 hours.

CURING THE DISEASE

Eating the meat of a flying hare will counteract the effects of chronic time ataxia, curing the disease.

FLYING HARE

Tiny beast, unaligned

Armor Class 15
Hit Points 5 (2d4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	10 (+0)	3 (-4)	12 (+1)	3 (-4)

Skills Stealth +7, Perception +5
Senses tremorsense 60 ft., passive Perception 15
Languages –
Challenge 1/8 (25 XP)

Keen Hearing. The hare has advantage on Wisdom (Perception) checks that rely on sound.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Flight (Recharge 5-6). Until the end of the turn, the hare gains a flying speed of 120 feet.

ERRATIC MANA DISORDER

Needing magic to survive, **mana flies** tend to stay close to places that brim with arcane energy. There, they lie in wait for unsuspecting travellers or beasts to pass through, so that they may attack and inject the unfortunate soul with their eggs. In order to ensure that their eggs have enough magical energy to feed on, the mana fly infects the host with erratic mana disorder. This disorder can cause surges of wild magic to emerge at random intervals. Sorcerers of the Wild Magic origin and barbarians of the Path of the Wild Magic are immune to the effects of this disease.

Any eggs present in a creature that is not suffering from erratic mana disorder will die and dissolve into the host's body after 8 hours.

MANY FLY

Tiny beast, unaligned

Armor Class 15
Hit Points 5 (2d4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	8 (-1)	1 (-5)	12 (+1)	1 (-5)

Skills Perception +5
Senses blindsight 30 ft., passive Perception 15
Languages –
Challenge 1/8 (25 XP)

Evasive Flier. Attack rolls made against the fly have disadvantage as long as it is flying.

Flyby. The fly doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The fly has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Inseminating Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the mana fly attaches to the target. While attached, the mana fly doesn't attack. Instead, at the start of each of the mana fly's turns, it will inject 1d3 eggs into the target's bloodstream and infect them with erratic mana disorder. The mana fly can detach itself by spending 5 feet of its movement. It does so after it lays 5 or more eggs or if the target dies. A creature, including the target, can use its action to detach the mana fly.



EFFECTS

Whenever an infected creature rolls a 1 on the d20 for an attack roll, ability check, or saving throw, they must roll on the Wild Magic Surge table (see page 104 of the *Player's Handbook*), to create a random magical effect.

Additionally, record each time an infected creature rolls on the Wild Magic Surge table or is targeted by a spell. Whenever this total number reaches ten, each egg inside the target hatches as a new **mana fly**, which burrows through the creature's skin and appears in a space within 5 feet of them. For each hatched egg, the target suffers 5 (1d4 + 3) piercing damage.

CURING THE DISEASE

A creature can spend 10 minutes inspecting an infested creature's body, locating one egg with a successful DC 15 Wisdom (Medicine) check. Alternatively, with the *detect magic* spell, one can find all the eggs by examining a creature with the spell for 10 minutes. If a creature knows the location of an egg, they can use a knife or dagger to cut it out of the host's body, dealing 1d4 piercing damage.

The effects of erratic mana disorder end naturally after 7 days.

FOOL'S GUILF

When the stems of a folly flower are ingested, it can turn a person into a gullible fool. When crushed, the stems turn into a fine powder with a honeysweet smell and taste. The powder can be mixed into drinks or smoke bombs, or simply be thrown in someone's face. This versatility has made it a popular party drug in high society, as well as a coveted tool on every level of crime. It's a commonplace item at carnivals, because an easily impressed audience usually makes for a more profitable show. It's been said that actors even use it to enhance their performance, tricking themselves into becoming the character they wish to portray.

The drug is not without danger, however, as the fury it can unleash has claimed many unintended victims – as well as some intended ones.

If a humanoid creature comes into contact with the drug or the folly flower, they must succeed on a DC 14 Constitution saving throw. On a failed save, they become afflicted by fool's guile. If they resist the disease, or if the disease wears off, they are immune to its effects for the next seven days.

EFFECTS

An affected creature has disadvantage on saving throws against being charmed. In addition, Charisma (Deception and Persuasion) checks made against the infected creature are made with

advantage, as they are inclined to trust and believe whatever anyone tells them.

If the creature discovers that someone in their immediate vicinity has without a doubt been lying to them, or has been taking advantage of them, they must succeed on a DC 16 Wisdom saving throw. On a failed save, they erupt in a blind rage, attacking all who have deceived them. Their rage cannot be quelled through nonmagical means, and they only calm down until either they have killed those that they have been wronged by, or after 1 hour has passed.

CURING THE DISEASE

Any magical effect that would quell the target's rage, such as incapacitating or magically calming the target, ends the rage early. Otherwise, the disease's effects wear off after 1 hour.

Whenever an afflicted creature finishes a long rest, they may make a DC 10 Wisdom saving throw. On a success, the disease's effects wear off.



MAGIC ROT

Magic rot is a fungal disease transmitted by witch's moss. The moss reacts to magic users who cast spells in their vicinity, releasing symbiotic, fungal spores that carry the disease. Simply coming into contact with the moss will pass on the disease.

Whenever a spell is cast of 1st level or higher within 10 feet of a patch of witches' moss, the caster must succeed on a DC 12 Dexterity saving throw or become covered by the moss and infected with magic rot.

Witch's moss is often planted as a trap against mages, but can also be found in moist environments with trace amounts of latent magic. Although attracted to magical energies, the plant will wither and die when exposed to too much of it.

Magic rot manifests itself as a teal coloured fungus that emerges from the diseased creature's pores, growing as its host invokes more magic, covering the host's entire body when enough magic is absorbed.

A creature without the ability to cast spells cannot be infected with magic rot.

EFFECTS

Each time an infected creature casts a spell of 1st level or higher, they must succeed on a DC 15 ability check using their spellcasting ability. On a failed check, the spell fails and has no effect. Every time a spell fails this way, the DC for the check is reduced by 2 and the fungus spreads further across its hosts' body, impeding their mobility.

MAGIC ROT PROGRESSION

Check DC	Effect
15	–
13	The creature's speed is reduced by 5
11	The creature's speed is reduced by 5
9	The creature's speed is reduced by 10
7	The creature's speed is reduced by 10
5	The creature's speed is reduced by 15
3	The creature's speed is reduced by 15
1	The creature's speed is reduced by 20
<1	The creature is completely covered by the fungus and is restrained

CURING THE DISEASE

Whenever the creature goes 8 hours without casting a spell of 1st level or higher, all the exposed fungus withers and falls off, and the DC is reset. If the infected creature was completely covered, the overgrown fungus is expelled from the body and the disease is cured.

Alternatively, if an infected creature goes 24 hours without casting a spell of 1st level or higher, the fungus starves and is expelled from the body, curing the disease.

MIST SICKNESS

The mists, they cling to those too weary to resist it. They cloud one's dreams and vision. Children will sometimes dare each other to enter the mists as a test of courage, returning before the sickness can catch them.

People not born in the mists of Ravenloft will become burdened with nightmares of their home, often overcome with homesickness. Given enough time, if they do not find a cure, they are likely to succumb to their homesickness and venture out into the mists in the hopes of returning home, often never to be seen again.

Whenever a humanoid creature ends its turn in the mists of Ravenloft with at least one



level of exhaustion, they risk becoming affected by mist sickness if they fail a DC 12 Constitution saving throw.

People suffering from mist sickness can be recognized by their eyes, which are clouded by a white sheen.

EFFECTS

A creature affected by mist sickness can see only out to a range of 75 feet and is blind beyond this radius, seeing only mist. For each level of exhaustion the creature has, the mist encroaches further, reducing this radius by another 15 feet.

A creature not native to Ravenloft spends its nights tormented by nightmarish visions of home. If the creature has one or more levels of exhaustion whenever they finish a long rest, they must make a DC 10 Constitution saving throw. On a failed save, their exhaustion level is not reduced.

CURING THE DISEASE

Mist sickness is cured if the infected is exposed to direct sunlight. Light from the *daylight*, *dawn*, *sunbeam* or *sunburst* spells, or a sun blade all count as sunlight for this purpose.

Unless the target has 0 levels of exhaustion, the *lesser restoration* spell cannot cure the target of mist sickness.

VINEVEINS

Few know that whenever a tree or plant becomes corrupted by evil, it can grow into a Gulthias tree. However, even less people know that the Gulthias tree can also procreate by infecting a humanoid creature.

If a splinter of a Gulthias tree lodges itself in a humanoid creature, that creature must make a DC 12 Charisma saving throw. Creatures with a good alignment have advantage on this saving throw, while creatures with an evil alignment have disadvantage on this saving throw.

Creatures can come into contact with such a splinter if the tree defends itself and damages a creature. Alternatively, a Gulthias tree can command a **needle blight** to take a splinter with the intent of infecting someone by shooting it at them through their needle attack. On average, there is only a 1 in 10 chance that a needle blight is carrying one.

The disease has received the name vineveins, because when an infected creature is damaged, bark, branches and vines will grow to cover their wounds.

EFFECTS

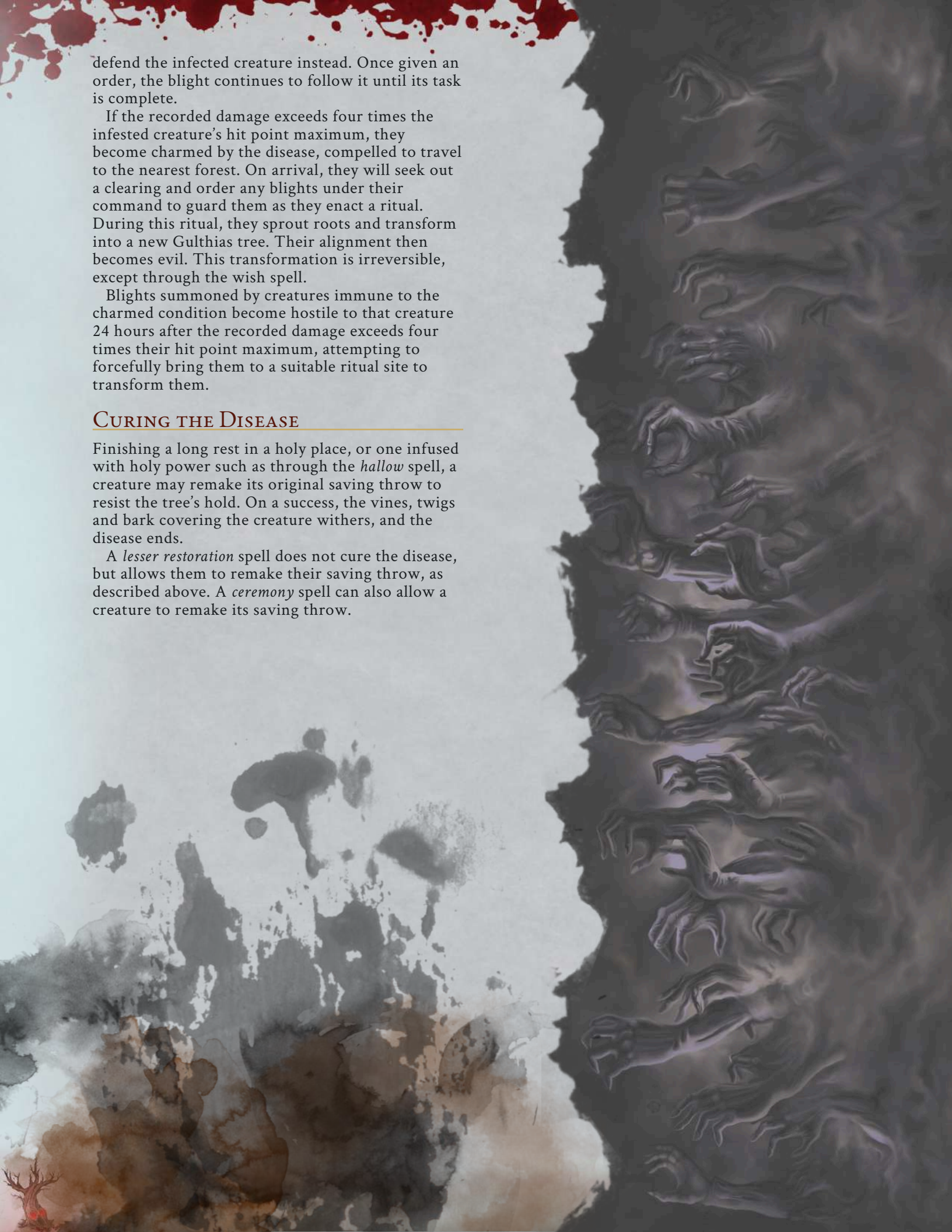
If a diseased creature takes fire damage, they have disadvantage on attack rolls and ability checks until the end of their next turn.

Additionally, when an infected creature takes damage, if that damage wasn't fire damage, record it. Then, if the infected creature has equal to or less than half its total hit points remaining, the creature must roll a d10. On a 9 or a 10, in a random space within 5 feet of them, a blight will be born at the start of their next turn. If the result was a 9, a **twig blight** appears. If the result was a 10, a **needle blight** appears instead.

The blight is friendly to the infected creature and obeys its commands. In combat, the blight shares the infected creature's initiative count, but it takes its turn immediately after the creature's. On each of the infected creature's turns, it can use a bonus action to mentally command any blights within 60 feet of it that spawned from its blood (if the creature commands multiple creatures, it can command any or all of them at the same time, issuing the same command to each one).

The infected creature decides what action the blight will take and where it will move during its next turn, or it can issue a general command. If the infected creature issues no commands, the blight will defend itself against hostile creatures. If the infected creature is incapacitated, the blight will





defend the infected creature instead. Once given an order, the blight continues to follow it until its task is complete.

If the recorded damage exceeds four times the infested creature's hit point maximum, they become charmed by the disease, compelled to travel to the nearest forest. On arrival, they will seek out a clearing and order any blights under their command to guard them as they enact a ritual. During this ritual, they sprout roots and transform into a new Gulthias tree. Their alignment then becomes evil. This transformation is irreversible, except through the wish spell.

Blights summoned by creatures immune to the charmed condition become hostile to that creature 24 hours after the recorded damage exceeds four times their hit point maximum, attempting to forcefully bring them to a suitable ritual site to transform them.

CURING THE DISEASE

Finishing a long rest in a holy place, or one infused with holy power such as through the *hallow* spell, a creature may remake its original saving throw to resist the tree's hold. On a success, the vines, twigs and bark covering the creature withers, and the disease ends.

A *lesser restoration* spell does not cure the disease, but allows them to remake their saving throw, as described above. A *ceremony* spell can also allow a creature to remake its saving throw.

CHAPTER 2: CURSES

CURSE TABLE

Curse	Description	Domain of Dread
Curse of Legion	A cursed ring that offers great power, but at the risk of losing one's identity.	Any, but especially: Darkon, Kalakeri, Nova Vaasa, the Shadowlands, Staunton Bluffs, or Tovag
Curse of Restitution	A vistani curse that encourages both parties to keep up their end of a deal, else they be haunted by an avatar of death.	Any, but especially Barovia
Duteis's Cave of Oblivion	A tempting bargain, that takes one's memories in exchange for answers.	Dementlieu, Har'Akir, Kartakass, Nirranjan
Ezra's Eternal Embrace	A curse misinterpreted as a blessing, bestowed on ignorant volunteers, drawing its victims to death.	Any other domain with an active faith devoted to Ezra (such as Falkovnia, G'henna, Mordent, or Tepest)
Fey Madness	It plagues its victims with terrifying illusions in moments of stress.	The Carnival, Tepest, Valachan
Hex of Syphoned Youth	A hag's hex that uses a doll to drain the youth from its holder, granting it to the doll's original owner.	Ghastria, Kartakass, Tepest
Honest Love	A sexually transmitted curse that forces the afflicted to always tell the truth.	Borca, Dementlieu, Mordent
Sandman's Curse	A curse that protects children and imprisons adults, guilty or innocent.	Any, but especially: I'Cath, Mordent, Invidia, The Nightmare Lands, Odaire, Zherisia
Torvic's Body Augmentation	A curse that allows and forces the user to continually harvest new body parts.	The Carnival, Kartakass, Lamordia, Markovia, Zherisia

The key to a good curse is allowing for it to be avoided. It does not have to be obvious, but nobody likes a curse that acts as some unavoidable trap without even the slightest warning and no clue how to get rid of it. That's why we highly recommend making good use of the curses' pronouncements which act both as an ominous warning and clue to its effects or cure.

Below we have provided a list of all the curses, along with a short description, and a few suggestions of which Domains of Dread players could encounter these curses in.

CURSE OF LEGION

Few items hold a bloody past as horrific as *Legion's ring* (see below). The ring first belonged to a high elven necromancer, whose name has long been forgotten. Coming to the mists of Ravenloft in search of power, they encountered more opposition than expected and were fatally wounded. Unable to

stomach their defeat, they bound their soul to their ruby ring, so that they might live on.

The ring was then found by many unlucky travellers, who were amazed by the knowledge and powers the ring granted them, yet unaware by the powerful presence that lurked inside. Over time, they all succumbed to the necromancer's command, their mind, knowledge, and experience absorbed into the ring. Over many years, the dozens of minds trapped within the ring became one, yet still many: a collective entity that calls itself Legion, a being that wishes only to grow more powerful and rule all.

Until the curse is broken, those that attune to the ring will slowly be corrupted, falling to Legion's influence. They will often dream of the past lives that make up Legion's mind, their conquests and hunger for power.

The machinations of Legion usually revolve around trying to conquer the current plane they're on. When they face a foe they cannot best, their focus shifts to growing their power and absorbing more minds into themselves. Whilst not always successful in their aims, the feats that the hivemind

has achieved have created great difficulties in various dread domains, often drawing the attention of the darklords themselves. Most will simply attempt to send it elsewhere, passing the problem onto another realm, but some seek to destroy Legion and see it gone forever. While some of Legion's more impressive exploits have been recorded by either historians or the oral tradition of the Vistani, they are often attributed to the unfortunate soul that found the ring. Most darklords will go to great lengths to keep the ring's true nature a secret, lest some fool would try to use its power against them.

PRONOUNCEMENT

An inscription on the ring reading: Our intellect grows, our power rises, for we are Legion. If they will not bow, we will make them.

EFFECT

RUBY RING

Wondrous item (ring), very rare (requires attunement)

Your Intelligence score is 22 while you wear this ring. It has no effect on your Intelligence score if it is already 22 or higher without it. Additionally, you can use the ring as a spellcasting focus for your spells.

Curse. Attuning to the ring curses you until you are targeted by a remove curse spell or similar magic. As long as you remain cursed, you cannot remove the ring.

While cursed by the ring, you must make a DC 13 Charisma saving throw whenever you complete a long rest. On a failure, the DM records your total number of failures and you uncover more of the ring's powers, as shown in the Power of Legion table.

Sentience. The ring's real name is *Legion* and it's a sentient neutral evil object with an Intelligence of 22, Wisdom of 15, and Charisma of 17. It has hearing and darkvision out to a range of 30 feet.

The ring can speak, read, and understand Common, and can communicate with its wielder telepathically, however it will initially refrain from doing so. Its voice is shrill, high and echoing, as if hundreds of people were saying the same thing at the same time. While you are attuned to it, Legion also understands every language you know.

Personality. The ring has an arrogant air, as if used to being the smartest entity in the room.

Legion's main objective is to ultimately take control of its wearer. To this end it will slowly ingratiate itself to its new 'master', pretending to serve and help them, while trying to discredit the wearer's companions, in the hopes of subtly driving a wedge between them.

If *Legion* assumes control it will immediately try to start amassing an undead army, taking over local villages, with the aim of gaining as much power as possible.



POWER OF LEGION TABLE

Saving Throw Failures

Unlocked Properties

Curse's Effects

1	<p>The ring has 1 charge, which is regained daily at dawn.</p> <p>Spells. Whilst you wear the ring, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using Intelligence as your spellcasting ability: <i>false life</i> (1 charge), <i>mage armor</i> (1 charge), and <i>ray of sickness</i> (1 charge). Additionally, you may use your action to cast the following cantrip from the ring, using Intelligence as your spellcasting ability: <i>mage hand</i>.</p>	<p>You learn that the ring used to belong to a powerful necromancer. Sometimes you dream that you're leading armies of undead in grueling battles. A successful DC 16 Wisdom (Insight) check reveals that these are memories of previous owners of the ring.</p>
2	<p>The ring instead has 3 charges and regains 1d2 + 1 expended charges daily at dawn.</p> <p>Spells. The following spells are added to its spellcasting capabilities: <i>blindness/deafness</i> (2 charges), and <i>ray of enfeeblement</i> (2 charges). Additionally, the <i>chill touch</i> cantrip is added to the ring's cantrip casting capabilities.</p> <p>Necromancy Novice. You gain the Grim Harvest feature from the wizard School of Necromancy.</p>	<p>You swear that sometimes you can hear the ring whispering things to you, helping you. You gain the following flaw: "The ruby ring is a tool of my success. I must not lose it."</p>
3	<p>The ring instead has 5 charges and regains 1d4 + 1 expended charges daily at dawn.</p> <p>Spells. The following spells are added to its spellcasting capabilities: <i>animate dead</i> (3 charges), <i>bestow curse</i> (3 charges), <i>summon undead</i>^{TCE} (3 charges), and <i>vampiric touch</i> (3 charges). Additionally, the <i>minor illusion</i> cantrip is added to the ring's cantrip casting capabilities.</p>	<p>You discover that the ring is sentient. Sometimes it will talk to you, often to complain that you are not being appreciated enough. You feel a real kinship with the ring and start referring to yourself using plural pronouns such as 'we' and 'our'.</p>
4	<p>The ring instead has 7 charges and regains 1d4 + 3 expended charges daily at dawn.</p> <p>Spells. The following spells are added to its spellcasting capabilities: <i>blight</i> (4 charges), and <i>shadow of moil</i>^{XGE} (4 charges). Additionally, the <i>toll the dead</i>^{XGE} cantrip is added to the ring's cantrip casting capabilities.</p> <p>Necromancy Adept. You gain the Undead Thralls feature from the wizard School of Necromancy.</p>	<p>You learn that the ring is called Legion. Legion slowly starts sharing its intentions with you. If someone attempts to remove the ring, you become hostile to that individual, believing them to desire the ring for themselves.</p>
5	<p>The ring instead has 9 charges and regains 1d6 + 3 expended charges daily at dawn.</p> <p>Spells. The following spells are added to its spellcasting capabilities: <i>contagion</i> (5 charges), <i>danse macabre</i>^{XGE} (5 charges), and <i>negative energy flood</i>^{XGE} (5 charges).</p>	<p>While you are still in control, you see yourself as indistinguishable from Legion. Your alignment changes to Neutral Evil.</p>
6	<p>The ring instead has 40 charges and regains all of them daily at dawn.</p> <p>Spells. Choose one wizard spell of each level from 1st to 5th level. Each of the chosen spells are added to the ring's spellcasting capabilities, costing a number of charges equal to their level.</p> <p>Necromancy Expert. You gain the Inured to Undeath feature from the wizard School of Necromancy.</p>	<p>Your mind is overtaken by Legion. While some of your personality will still shine through, Legion is in full control. While Legion's objectives are considered primary, it does consider your own objectives as secondary goals, which it will work towards as long as they don't interfere with its quest for power and conquest. If your body dies, your mind is absorbed into Legion forever, reversible only by the wish spell. At the DM's discretion, you become an NPC under their control until the curse is lifted.</p>



BREAKING THE CURSE

If the curse is broken before the cursed creature has reached six failed saving throws, the creature immediately loses all of the ring's benefits and each time it completes a long rest, it reduces its recorded saving throw failures by one, losing the penalties of the curse.

If *Legion* has taken full control over its wearer's body, a *remove curse* or *greater restoration* spell will not end the curse unless *Legion* fails a Charisma saving throw against the caster's spell save DC. If *greater restoration* was cast, *Legion* makes the saving throw with disadvantage.

Alternatively, by touching the *ruby ring* to a *ring of mind shielding* that doesn't already house a soul and casting the *greater restoration* spell on the *ruby ring*, the soul of the necromancer is propelled into the ring of mind shielding, trapped within, forever conscious, yet powerless. The *ruby ring* then transforms into *Legion's ring*, the souls inside put to rest.

LEGION'S RING

Wondrous item (ring), legendary (requires attunement)

Legion is no more. Its myriad souls have been put to rest, no longer forced to roil in conjoined alignment for all eternity.

Your Intelligence score is 22 whilst you wear this ruby ring. It has no effect on your Intelligence score if it is already 22 or higher without it. You can use the ring as a spellcasting focus for your spells.

Spellcasting. The ring has 9 charges, regaining 1d6 + 3 expended charges daily at dawn. Whilst you wear the ring, you can use an action to expend

1 or more of its charges to cast one of the following spells from it, using Intelligence as your spellcasting ability: *animate dead* (3 charges), *bestow curse* (3 charges), *blight* (4 charges), *blindness/deafness* (2 charges), *contagion* (5 charges), *dance macabre*^{XGE} (5 charges), *false life* (1 charge), *mage armor* (1 charge), *negative energy flood*^{XGE} (5 charges), *ray of enfeeblement* (2 charges), *ray of sickness* (1 charge), *shadow of moil*^{XGE} (4 charges), *summon undead*^{TCE} (3 charges), and *vampiric touch* (3 charges).

You may also use your action to cast the following cantrips, using Intelligence as your spellcasting ability: *chill touch*, *mage hand*, *minor illusion*, or *toll the dead*^{XGE}.

Knowledge Absorption. As an action, you may touch a spell scroll containing a wizard spell of 1st to 5th level and make an Intelligence (Arcana) check, the DC of which is equal to 10 + the spell's level. On a success, the spell is added to the ring's spellcasting capabilities, costing a number of charges equal to its level. Regardless, taking this action destroys the scroll.

CURSE OF RESTITUTION

Not everyone is as accepting of the Vistani. They fear that they'll be tricked into impossible deals. For that reason, many are afraid to do business with the Vistani.

However, this is a gross misconception. While the Vistani do not shy away from cursing when they've been wronged, they rarely do so without a good reason.

Most Vistani only seal their deals with this curse regarding matters they deem of great importance,



aware of the capricious nature of life. After all, they too submit themselves to the curse if they do not meet their end of the deal.

Vistani that are caught using such curses on trivial matters, or with the intent of tricking and extorting others, will face their clan's judgement, which can result in their banishment. This is largely because of the negative reputation such acts can bring to a clan. Such negative reputations have made the lives of vistani everywhere notably harder.

Holding a piece of enchanted coal, both parties shake hands and share the terms of the deal along with a time limit, ending with the curse's pronouncement. If any breaks the terms of the agreement, the curse activates.

Cursed creatures will be marked and haunted until they resolve their debt. This is why it's a Vistani custom to show one's naked palm before doing business. Vistani will be very reluctant to do business or offer aid to anyone who bears the mark or refuses to bare their palm to them.

PRONOUNCEMENT

An old Vistani saying used to conclude deals: Pay your dues and honor your debt, and thus you'll avoid the collector of death.

EFFECT

Every day at midnight, a cloaked reaper will appear out of nowhere and demand a toll of 2d100 gold, warning the cursed creature that it will collect what is owed, either in gold or in blood. If the cursed creature cannot pay them, or refuses to do so, the cloaked reaper will transform into an **avatar of death** ^{DMG}, warning the creature's allies not to

interfere. If another creature does intervene, another avatar will appear in an unoccupied space within 30 feet of the intervening creature, demanding their own toll and attacking if that toll is not paid.

In addition, a black, soot-like mark appears on the cursed creature's palm as a testament to their dishonesty. It cannot be removed through any means.

BREAKING THE CURSE

The deal must be completed in order to break the curse. If the previous deal can no longer be honored, a new agreement must be made, dictated by the wronged party. If either the old or the new deal is completed, the curse ends. If the curse is broken in this way, the black mark disappears.

The *remove curse* and *greater restoration* spells will end the curse, but will not remove the black mark on the creature's palm.

DUTEIS'S CAVE OF OBLIVION

Centuries ago, in a time long forgotten, people in need of answers would travel to the cave of Duteis, an ancient green dragon. Having accumulated vast knowledge and possessing extraordinary powers of divination, there was no question she could not answer. But the price for her aid was high: having already amassed more wealth than a dragon her age could desire, she took pleasure in taking what others deemed priceless. Acting good-natured and generous, she offered visitors a deal where they could ask her any one question in exchange for any one thing they owned of her choice, and the promise that they would not speak of their deal to



another living soul. The travellers, often easily tricked due to exhaustion and eagerness, rarely refused this deceitful proposition, believing to have caught a lucky break. Yet, upon receiving their answer, and the dragon proceeded to demand the very thing they held dearest, their contentment would quickly make way for despair. Duteis would relish the tortured looks on their faces as she reminded them not to breathe a word of their deal, and to return with her prize within one month, lest she would rise from her cave to destroy everything they held dear.

Her arrogance led her to underestimate the pain and grief she caused her solicitors. As the bounty on her head grew, wave after wave of adventurers stormed her cave in the hope of claiming both the dragon's riches and the exorbitant bounty. She fended them off, every single one, but not before they could mortally wound her. As her blood poured down her jaws, she roared in anger, painting the cave with her blood, enchanting it with a powerful hex: those seeking answers would find them reflected in the cave, but for every question they had answered, they would lose a day's worth of memories. What's more, if they would write down or share any answers they had divined inside the cave, the curse would last forever.

Rumour has it that all of the curse's stolen memories are stored in Duteis' crystallized emerald eyes.

PRONOUNCEMENT

Draconic inscription above the cave: Enter the cave of Duteis to find the answers you seek, but each answer will bring forth a hundred questions. Record my answers, or share my knowledge, and you will instead spend the rest of your life wondering in my eyes.

EFFECT

Each day at midnight, the cursed creature loses every memory of the last 24 hours.

BREAKING THE CURSE

The curse ends after a number of nights have passed equal to the number of questions the creature asked in the Cave of Duteis.

A *remove curse* spell does not end the curse, but instead suppresses the curse's effects the next time it would erase a day's worth of memories. A *greater restoration* spell does the same, except it instead suppresses the next three times the curse would erase a day's worth of memories.

If the creature ever shares the information it has directly gained from the cave—either through communication or writing—the curse's duration lasts indefinitely and can only be broken by a *wish* spell.

The creature's lost memories can only be regained through the use of a *wish* spell or by casting a *greater restoration* spell on the creature whilst it is holding one of the emerald eyes of Duteis.

EZRA'S ETERNAL EMBRACE

Some believers of Ezra, God of the mists, willingly allow themselves to be touched by this curse, believing it not to be a burden, but a blessing from Ezra herself. They devote their life and soul to her, so that she may guard them in a peaceful slumber that cannot be disturbed. They interpret the increased likelihood of an early grave merely as a mercy from their goddess, wishing to hold them in her embrace.



The curse is placed upon its victims through a ritual in an ancient temple. A ritual that was originally intended for criminals. They were sacrificed to Ezra, unable to return to the living as a punishment. But decades later it has been misinterpreted as a blessing by a cult of her religious zealots, who have made it their mission to convince as many people as they can to undergo the ritual, truly believing it will protect them. However, for that same reason, they won't force anyone to undergo the ritual against their will.

The ritual is performed by dripping the target's blood on a stone tablet on an altar in the temple.

The cult is a relatively peaceful one, helping their community and strangers, but if anyone tries to stop them from recruiting new followers or performing the ritual, or makes any attempt to destroy the temple, they will make enemies out of the cult.

PRONOUNCEMENT

The stone tablet reads in Celestial: 'Offer their blood so that Ezra might be appeased, and She shall guard their soul in eternal darkness'

EFFECT

When a creature dies while under the effect of this curse, they cannot be resurrected through any means short of a *true resurrection* or *wish* spell and cannot become undead.

Additionally, the cursed creature suffers disadvantage on death saving throws and Wisdom (Medicine) checks made to stabilize the creature are made with disadvantage.

Lastly, a cursed creature that receives healing while at 0 hit points does not regain hit points, but instead becomes stable, regaining consciousness after 1 hour.

BREAKING THE CURSE

The curse can be broken by destroying the stone tablet upon which each cursed creature's blood is placed. Doing so will break the curse for all creatures, living and dead.

Additionally, no magic short of a *greater restoration* spell or greater magic can break the curse.

FEY MADNESS

There are few places in the mists of Ravenloft blessed by the Fey courts, and thus few outsiders know of the protections that enshroud these sacred places. Such places are safe havens for all who seek refuge, and to draw one's weapon against another will strike a terrible curse upon the aggressor, haunting them with illusions of great danger.

Mischievous or outright evil fey will sometimes lure adventurers to these places and provoke them, hoping to provoke them into drawing their weapon, egging them on, whilst also shouting the curse's pronouncement as a warning, seeing if they will take the bait.

A creature with the Fey Ancestry trait can make a DC 15 Intelligence (History) check to recognize a sacred Fey place when entering it. A Sylvan symbol of peace, often represented near to the



entrance, can be recognized by those familiar with or fluent in the language.

PRONOUNCEMENT

A place of power, a place of peace, if you bring war, you'd better cease. For if your weapon cuts the air, you'll find new enemies everywhere.

EFFECT

Any event that causes the cursed creature great stress—including entering combat, taking damage, experiencing fear, or having a nightmare—will cause the creature to hallucinate a hostile creature in a random space within 60 feet of them, closing in to attack them. The form of this hostile creature is appropriate to the location and is chosen by the DM. The cursed creature rationalizes any evidence that the creature is a hallucination and is frightened by it. A creature frightened in this way can make a DC 13 Wisdom saving throw at the end of each of its turns. On a successful save, they cease being frightened of the hallucination. The creature can also use their action to make a DC 13 Intelligence (Investigation) check. On a success, they recognize that the creature is a hallucination. As soon as a creature sees through the hallucination or is no longer frightened by it, it vanishes.

BREAKING THE CURSE

The curse is broken when all creatures who the cursed creature drew their weapon against at the moment of being cursed mentally and verbally forgive the cursed creature for their actions.

A *remove curse* spell or similar magic can only remove the curse if all creatures who the cursed creature drew their weapon against at the moment of being cursed are still alive. Otherwise, the curse can only be broken through the use of a *wish* spell.

HEX OF SYPHONED YOUTH

The mists of Ravenloft are a harsh realm, yet it does not deter some from trying to extend their life. Those desperate enough may try to bargain with a coven of hags, and if they are lucky enough to find one both able and willing, the coven can construct a cursed doll to rejuvenate their client.

The doll is made in the client's image, mirroring their appearance. Seven strings drenched in the client's blood are attached to the doll. The curse's pronouncement is woven in the doll's back in Sylvan.

The doll is then left to find for some unsuspecting traveler, sometimes hidden in a small cache of gold or treasure. If another creature claims the doll, they become cursed and their youth will be drained.

This has made villagers that live near a hag wary of random treasure, a warning they only extend to outsiders that have helped them considerably. After

all, every doll someone else picks up is one they or their loved ones can't be cursed by.

PRONOUNCEMENT

Written in Sylvan: Only when you return what was taken, can you reclaim what was yours.

EFFECT

A cursed creature ages 1d6 + 2 years each dawn and the doll's owner's age is reduced by an equal amount. The doll changes to reflect its owner's decreasing age.

When the curse ends, if the creature's age is higher than their race's average life expectancy, they must succeed on a Constitution saving throw, the DC equals 5 + the cursed creature's age - their race's average life expectancy, or die of old age.

BREAKING THE CURSE

Each time the curse ages a creature, one of the bloody threads that hold the doll together will turn to ash. Once the last thread is destroyed, the entire doll will turn to ash and the curse ends. Destroying the doll by any other means does not end the curse.

The curse can be reversed by returning the doll to its rightful owner. Returning the doll, whether the owner accepts it or not, reverses the curse, reverting both the owner and the cursed creature to their original ages over the next 24 hours. The doll then turns to ash and the curse ends.

Ending the curse via the *remove curse* spell does not reverse its effects. A *greater restoration* spell cast on the cursed creature reverses and then ends the curse.

Once the curse has been broken or ended naturally, the formerly-cursed creature can only reverse the magical aging by making a deal with—or killing—the coven of hags responsible for the curse's creation, or through the *wish* spell.

HONEST LOVE

Once upon a time, a wealthy widow was wooed by a handsome younger man. The man's honeyed words promised her that it was not her wealth he was after, but only her love. Swept off her feet, she caved to her suitor's advances and they were married before the year was out. All was well at first, as it really did seem that her husband loved her, but with every wrinkle she gained, he would grow more and more distant. Every morning the widow would ask, "Do you still love me?", and every morning he would reply, "Of course, my dear, and forever I will."

But rumors had started to spread of her husband hosting parties with some 'less reputable' guests when she was out of town. The man would deny the rumors with such zeal and passion, for he 'wouldn't dare touch another woman'. Still, the rumors gnawed at her, so she sought to test him.





With her substantial wealth and an old family heirloom—a black, heart-shaped locket encasing a curse said to ensure a lover’s honesty—she planned a trap for her beloved husband.

She told him that she would leave town for a day, and that she would not return until breakfast the next morning. With this time away from her husband, the widow visited a lady of the night and offered her some months worth of pay for three things: to seduce her husband, to wear the locket as she did so, and to sleep with no other before the morning. Wary of the strange request, but tempted by the coin, the lady accepted..

The next morning the widow returned home and over breakfast she asked him once more, “Do you still love me?” However, this time the man answered, “Of course not, my dear, you have become far too old for me.” The man fumbled his words, unintentionally confessing more and more secrets as he tried to talk his way out of this, before he fled in shame and confusion.

A week had passed, before he dared reappear at her doorstep. He claimed that he had been bewitched by someone who was jealous of their love, someone that wanted to drive them apart.

This new lie only proved that he had strayed once more, having passed the curse on to someone else. The widow smiled and said, “Forgive me for doubting you. my dear. Let us never part again.” The man then stepped into his home, never to be seen again.

To this day, the curse keeps being transmitted between lovers, wreaking havoc upon the lives of the unfaithful.

PRONOUNCEMENT

Inscribed on the locket: Neither secrets, nor lies, can exist in the face of true love.

EFFECTS

The cursed creature is unable to tell a lie. Whenever they are asked a direct question, they are magically compelled to answer truthfully. A creature is able to evade the question by succeeding on a DC 20 Charisma saving throw.

BREAKING THE CURSE

When a cursed creature sleeps with another creature, the curse moves from the cursed creature onto the other. If the other creature is wearing the locket from which the curse originated, the curse reenters the locket instead of passing onto the other creature. A creature wearing the locket can pass the curse from the locket onto the next creature they sleep with.

A *remove curse* spell or similar magic can only break the curse if the cursed creature holds or wears the locket when the spell is cast, which sends the curse back into the locket.

The curse can be permanently broken by destroying the locket whilst the curse is inside of it, or with the *wish* spell.

SANDMAN’S CURSE

It is said that in the mists of Ravenloft, children are occasionally heard singing a strange lullaby. Adults are strangely incapable of reproducing the lullaby and seldom hear it. All they can remember is the song’s name: The Sandman’s Lullaby.

Nobody knows where the Sandman came from, but as the tales go, he’s a mysterious entity who invites deserving children to his castle while they dream. There, they can eat to their hearts’ content and play with the other children until they awake.

The only rule is that when they wake up they cannot tell anyone about the Sandman and his castle, or they’ll be banished, unable to visit his paradise again. They can invite their friends by teaching them the song, allowing them to visit the sandman’s castle in their dreams as well.

The Sandman welcomes all children under 16 years old. As soon as a child turns 16, they forget all about their dreams in Sandman’s castle, and so





it's customary to hold a party for them at the castle the night before their 16th birthday.

However, children aren't the only ones who can visit the castle. If an adult wrongs a child that knows the song, the child can share a part of the song. The bigger the crime or threat, the more of the song they can divulge. The Sandman will imprison adults that have heard the song in the dungeon beneath his castle, forever asleep, until they die in the real world.

Unfortunately, the punishment does not always fit the crime. While there are some truly terrible men and women that get locked up in the Sandman's castle, it's not unheard of for someone to get trapped because they accidentally broke a child's favourite toy, or didn't want to share a piece of sweetbread. The Sandman does not judge, he merely executes.

PRONOUNCEMENT

Sandman's Lullaby

Heavy, heavy, weigh your eyes
Won't you join our paradise
No more pain, no more tears
he will take, all your fears
If they want to do you wrong
hurry up and share his song
They will find it rough and cold
sleeping in the castle's hold
If you hear this, it's too late
Sandman will come, just you wait

EFFECTS

Whenever an adult humanoid hears a part of the Sandman's Lullaby, if they have previously heard every other part of the lullaby, they become afflicted by the Sandman's Curse. An adult humanoid that hears the entire lullaby at once must succeed on a DC 18 Wisdom saving throw or fall asleep.

As soon as an adult afflicted by the Sandman's Curse falls asleep, they will dream of being imprisoned in the dungeon under the Sandman's castle. They cannot be awoken through nonmagical means for as long as they remain cursed.

BREAKING THE CURSE

A *remove curse* spell or similar magic will wake a creature trapped in the Sandman's castle, but will not end the curse. The next time the creature falls unconscious, they will become trapped once more. Whilst awake, the cursed creature has the lullaby stuck in their head, playing in their head constantly. However, try as they might, they are unable to reproduce the lyrics of the song.

A *modify memory* spell can be used to erase the cursed creature's memory of hearing the lullaby, thus ending the curse.

Otherwise, a *wish* spell is the only way to permanently break the curse.

The Sandman needs a physical representation of his castle in each Domain of Dread he wishes to exert influence in. This usually happens through a small sandcastle hidden in a remote or guarded area. If a Domain's sandcastle is destroyed, the Sandman can no longer bring or keep any of that Domain's residents into his dimension. If someone under the curse's influence were to travel to another domain where the Sandman had an intact sandcastle, the curse's effects will resume.

REASONING WITH THE SANDMAN

A player that is trapped in the Sandman's castle can maybe try to reason with the entity into letting them go. The sandman's priority is to safeguard as many children as possible, and to punish as many adults who abuse or hurt children. In exchange for 'dealing' with a particularly dangerous adult, protecting one of his endangered sandcastles, or building a new one, he might be persuaded into letting you go each morning until you have fulfilled your promise. But don't try to fool or best him, for while he is powerless in the real world, he is nigh unstoppable in his own realm. Any injuries suffered in the Sandman's castle are also suffered in the real world. Children in the castle and the Sandman himself are immune to harm.

TORVIC'S BODY AUGMENTATION

In a hidden laboratory, a limbless tiefling skeleton lies in the corner. On a nearby table, a pitch-black needle with a small spool of glowing, purple thread can be found. Diagrams and documents detailing a special ritual to attune to the magical weaver's tools are scattered around the lab. They reveal that the needle and spool are a magical item that allows one to substitute their limbs for those of someone else, claiming their strength and agility as their own.

Close to the skeletal remains, a book is lying on the ground. The book is written in code and can be deciphered during a short rest with a successful DC 20 Intelligence (Investigation) check. A creature that can read Abyssal or Infernal makes this check with advantage.

The book is the coded diary of Torvic, a tiefling warlock obsessed with assembling the perfect body. Born clumsy and weak, he dreamed of a body that was strong and nimble. For years he researched ancient secrets, sought out magical artifacts, and practiced medical science in an attempt to realize his dream.

Ready to forsake his dreams, he turned to more forbidden practices, and made a pact with a powerful devil. The devil promised to give him the power to assemble the body he desired, a deal Torvic gladly accepted, eager to finally see his



dream fulfilled. Thus, the devil gave him an enchanted needle and thread.

It was only after he had performed the attuning ritual that Torvic realised that he had been tricked by the devil, who had secretly placed a curse on the item. Still, for a while Torvic managed just fine, satisfied that he could fulfil his fantasies. However, in a stroke of bad luck, right as he was bedridden by disease, the curse took both his legs in a mere two days. In his last entry he lamented the deal, determined to find a new set of limbs.

PRONOUNCEMENT

Part of the attuning ritual is exclaiming the following: 'A limb for a limb, whichever I see fit. A sacrifice you may take from limbs I no longer own. Thus a deal is made.'

EFFECT

TORVIC'S NEEDLE AND THREAD

Wondrous item (weaver's tools), very rare (requires attunement)

When you first attune to Torvic's Needle and Thread, glowing purple stitch marks appear around each of your shoulders, thighs, wrists, and ankles.

By performing a 10 minute ritual with the tools, you can will the tools to replace one or more of the following body parts with ones taken from other humanoid creatures: arms, hands, legs, and feet. The tools magically operate themselves as they remove your previous limbs and attach new ones. The replacement limbs must have been attached to a living body within the last 24 hours and must be from a creature of your size. Whilst you have the limbs of other creatures attached to you, you gain the following benefits:

Arms and Legs. Each arm or leg shares the original Strength score of its original owner. Your Strength score becomes the average of those 4 limbs' Strength scores.

Hands and Feet. Each hand or foot shares the original Dexterity score of its original owner. Your Dexterity score becomes the average of those 4 limbs' Dexterity scores.

Whenever a limb becomes detached from your body, it will burst into flames after 8 hours, consumed by purple flames, until nothing remains.

Curse. These weaver's tools are cursed, a fact that is revealed only when you attune to it. Attuning to the weaver's tools curses you until you are targeted by the remove curse spell or similar magic. As long as you remain cursed, you must make a DC 14 Charisma Saving throw daily at dawn. On a failed save, a random limb that did not originally belong to you becomes unstable and begins to rot. Unstable limbs will fall off at the next dawn and can no longer be attached to your body. If an arm or leg becomes unstable, the attached hand or leg is unaffected and can be reattached to a new arm or leg without issue.

BREAKING THE CURSE

The *remove curse* and *greater restoration* spell will remove the curse and the purple stitch marks, causing all limbs to fall off, unless they're the cursed creature's original limbs.

If the devil is killed, the *Torvic's needle and thread* lose their powers. The stitch marks lose their glow, remaining as scars, and their current limbs become permanently integrated into their body.

A new deal can be made with the devil to remove the curse from the item, meaning you can continue harvesting limbs but without fear of losing them, but caution is advised when dealing with devils.

OTHER DEALS

You can choose to substitute the devil in this curse as any powerful entity that would not shy away from twisting people's desires for their own amusement or ends. Powerful mages, hag covens, liches, or even Darklords themselves would definitely make for more than worthy surrogates.



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